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Current Capitals of the First Thirteen States

After the Revolutionary War, the thirteen colonies became our first thirteen states. This is a fun activity to see if you know what the capitals of these first thirteen states are today. Here is an example of how these word puzzles work.

Drop the letters into the squares below them. The letters will not necessarily go in the order they are in, but they do go in the row that they are above. When you have put the letters into the correct spaces, they will spell your answers. Gray blocks mean there are no letters there. For example: if your answers were cat, dog, green, me, hat, many, the puzzle may look like this:

R T C
 G A A M
 D M G E N E
 H O E N Y A T

The answer key could look like this:

R T C
 G A A M
 D M G E N E
 H O E N Y A T

D	O	G		C	A	T
	M	A	N	Y		
G	R	E	E	N		
H	A	T		M	E	

Or, it could look like this:

R T C
 G A A M
 D M G E N E
 H O E N Y A T

H	A	T		C	A	T
	M	A	N	Y		
G	R	E	E	N		
D	O	G		M	E	

Try to complete the puzzles by filling in the current names of the capitals of the first thirteen states. If you need help figuring out some of the capitals, look them up in an encyclopedia or online with a parent's permission.

Decoding with the Colonies

Below is a list of the thirteen original colonies and the year they were founded. Make a list of the colonies in the order they were founded. (If any two were founded in the same year, list them alphabetically.) Use your list to do the decoding exercise that follows.

1623 New Hampshire

1607 Virginia

1638 Delaware

1635 Connecticut

1636 Rhode Island

1653 North Carolina

1664 New Jersey

1682 Pennsylvania

1634 Maryland

1732 Georgia

1620 Massachusetts

1664 New York

1663 South Carolina

Now that you have your list of colonies made, we will decode the names of some of the colonists that were well-known during the time of the Revolutionary War. Below you will see spaces for the letters in the names of the colonists. Underneath some of the lines, you will see a number. That number goes with one of the clues found under the puzzle. Use the clues to fill in the letters that you can, then see if you can figure out the name of the colonist. Many of the names take two lines, one for the first name and one for the last name. If you do not know the name, check the word bank at the end of the puzzle and find the name that fits. Have fun.

A.

1	2	3	4
5	6	7	8

1. The second letter of the eleventh colony to be founded.
2. The fourth letter of the tenth colony to be founded.
3. The seventh letter of the eighth colony to be founded.
4. The third letter of the fifth colony to be founded.
5. The eighth letter of the ninth colony to be founded.
6. The sixth letter of the first colony to be founded.
7. The third letter of the seventh colony to be founded.
8. The fourth letter of the twelfth colony to be founded.

Revolutionary War Battles Graph Decoding

We are going to find the names of fifteen of the battles of the Revolutionary War by finding each letter in a graph, then writing the letter on the line until we have found the name of a battle. Follow the directions for finding each letter. For example, if the directions say Across 4, Down 3, (A4-D3) you would follow the Down row 3 over to Across column 4 and find the letter e. In the instructions, we will use A for Across and D for Down.

		Across				
		1	2	3	4	5
D o w n	1	j	d	i	w	x
	2	u	l	n	y	p
	3	k	q	o	e	m
	4	t	v	h	c	r
	5	g	a	f	b	s

1. A1-D4 A5-D4 A4-D3 A3-D2 A1-D4 A3-D3 A3-D2
2. A5-D5 A2-D5 A5-D4 A2-D5 A1-D4 A3-D3 A1-D5 A2-D5
3. A4-D5 A3-D3 A5-D5 A1-D4 A3-D3 A3-D2
4. A4-D4 A3-D4 A2-D5 A5-D4 A2-D2 A4-D3 A5-D5 A1-D4 A3-D3 A3-D2
5. A5-D2 A5-D4 A3-D1 A3-D2 A4-D4 A4-D3 A1-D4 A3-D3 A3-D2
6. A4-D4 A3-D3 A3-D2 A4-D4 A3-D3 A5-D4 A2-D1
7. A1-D5 A4-D3 A5-D4 A5-D3 A2-D5 A3-D2 A1-D4 A3-D3 A4-D1 A3-D2
8. A4-D4 A2-D5 A5-D3 A2-D1 A4-D3 A3-D2
9. A2-D2 A4-D3 A5-D1 A3-D1 A3-D2 A1-D5 A1-D4 A3-D3 A3-D2
10. A4-D5 A5-D4 A2-D5 A3-D2 A2-D1 A4-D2 A4-D1 A3-D1 A3-D2 A4-D3

Paul Revere's Ride File Folder Game

Ride With Paul Revere, William Dawes and Dr. Samuel Prescott as they try to get from Boston Harbor to Lexington and Concord to warn the people that the British are coming.

In our game, Paul Revere took the route that is outlined in green. Paul Revere made it to Lexington, but was caught by the British before he could make it all the way to Concord. If you take Paul Revere's route, you will follow the green squares until you are captured (end of green squares) and then follow the orange squares the rest of the way to Concord (you then become Dr. Samuel Prescott).

William Dawes made it to Lexington also, but had to escape the British and did not make it all the way to Concord. If you take William Dawes' route, you will follow the blue squares until you have to escape the British (end of blue squares) and then follow the orange squares the rest of the way to Concord (you then become Dr. Samuel Prescott).

Dr. Samuel Prescott joined Paul Revere and William Dawes after they left Lexington and was the only one of the three to make it all the way to Concord. Take either path you like, they are both the same distance - see who makes it to Concord first!

What you need: game board, two markers, and a six-sided die or numbered spinner.

Print the board game and glue to the inside of an open file folder, lining up the board halves in the center.

How to play: There are many dangers along the way for the riders. See who can be the first to reach Concord with the news--The British are coming! Roll a single die and follow the directions below.

1. You find out the British are coming by sea, ride ahead one space.
2. You need to move fast, but carefully, you were almost captured. Move back one space.
3. You have to make up for lost time, ride ahead two spaces, as fast as your horse will carry you.
4. Slow down and take a slight detour to avoid the British troops. Move back two spaces.
5. Your horse is getting tired, but it keeps moving as fast as it can, it's a long way so ride ahead two spaces to get to Lexington and Concord as fast as you can.
6. It's very important to move fast to warn the colonists and the colonial leaders that the British are close. Move ahead three spaces as you push your way onward!